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=> file epoabs
FILE 'EPOABS' ENTERED AT 09:53:08 ON 11 APR 1997
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   *     E U R O P E A N   P A T E N T   A B S T R A C T S     *
   * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
=> s (slot or fruit)(w)machine?
         38757 SLOT
          3855 FRUIT
        129757 MACHINE?
L4         411 (SLOT OR FRUIT)(W)MACHINE?
=> s respin or respun or re-spin or re-spun
             2 RESPIN
             2 RESPUN
         13111 RE
          4205 SPIN
             3 RE-SPIN
                (RE(W)SPIN)
         13111 RE
          2378 SPUN
             1 RE-SPUN
                (RE(W)SPUN)
L5           6 RESPIN OR RESPUN OR RE-SPIN OR RE-SPUN
=> s l4 and l5
L6           4 L4 AND L5
=> d 1-4 cit,ab
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1. US 05342049A, Aug. 30, 1994, Gaming machine with skill feature;
MICHAEL WICHINSKY, et al., A63F 7/00

US 05342049A   L6: 1 of 4

ABSTRACT:

 A gaming machine combines a random selection feature with a skill
feature to allow the player to utilize his ability to manipulate the
skill feature to improve his chances of winning on the gaming machine. A
reel **slot** **machine** is combined with a playing surface using a
ball. The reel **slot** **machine** is first activated and a combination
of slot symbols are randomly selected. The player manipulates a ball
about a playing surface and the travel of the ball can result in
additional spins of one or more reels of the **slot** **machine** so that
other winning opportunities can be created. The gaming machine can be
operated so that the playing surface is only activated when the player
achieves a losing combination on the reel **slot** **machine** portion.
This allows the player a second chance to win if he can use his skill on
the playing surface to **respin** the reel slots. The player can also win
"bonus" amounts as set out on a predetermined schedule of payouts by his
skillful manipulation of the ball on the playing surface. Alternatively,
the playing surface is activated after each spin of the reels to allow
the player the opportunity to **respin** one or more of the reel slots
after a losing spin or to improve a low pay winning spin. Finally, the
gaming machine can be operated with a progressive jackpot feature using
the results of the spin of the slot reels, the skillful manipulation of
the playfield feature or both.

2. US 04607844A, Aug. 26, 1986, Poker machine with improved security

ABSTRACT:

 A poker or **slot** **machine** in which security is provided against
tampering by monitoring the status of the reels of the machine and
storing the status in a non-volatile memory. In the event of a power
failure, the control unit of the machine tests the status of the reels
upon power up and if the position of the reels is different to that
indicated by the status held in the non-volatile memory, an alarm is
initiated. If the status stored in the non-volatile memory indicates that
a reel was spinning when just prior to the power failure, that reel will
be **respun** upon power up. The control unit also monitors opening of
the door providing access to the reel mechanism and causes the reels to
respin whenever this door is closed.

3. GB 02109605A, Jun. 2, 1983, Coin operated or coin feed machines;
PHILLIP SNELL, G07F 17/34

ABSTRACT:

     The invention relates to coin operated or coin
feed **fruit** **machines**, offering a feature commonly referred to as
nudging which, though it offers a player a further chance of winning or a
chance of an improved win, requires mental and manual dexterity not
possessed by all players for its full utilisation. With the object of
offering similar chances to the less skilled, the invention provides a
feature whereby, after the reels have spun and stopped in normal play, at
least one of the reels is automatically **re**-**spun** at least once,
the or the last **re**-**spin** being followed by the reel's
automatically undergoing a number of indexing operations. <IMAGE>

4. GB 02098779A, Nov. 24, 1982, Game-playing machines G07F 17/34

ABSTRACT:

     A **fruit** **machine** comprises a control
system 1 which supplies drive signals to a reel mechanism 2 in response
to actuation of a game-initiating button 3 to cause the reels bearing
fruit and other symbols to be spun and to come to rest with a combination
of symbols in a viewing zone. If this combination is one of a number of
possible winning combinations a prize may be awarded by a pay-out control
5 or alternatively a guaranteed-win feature may be made available to the
player by a game- feature processor 6. This enables the player to gamble
for a win of a higher value by depressing a guaranteed-win button 7.
Depression of the button 7 causes a guaranteed-win selector 8 to select
one of the possible winning combinations, and the control system 1 then
causes the reels to be **respun** and to come to rest with the selected
winning combination in the viewing zone. A prize, which may or may not

higher than the prize which would otherwise have been obtained, is then
awarded by the pay-out control 5.   <IMAGE>